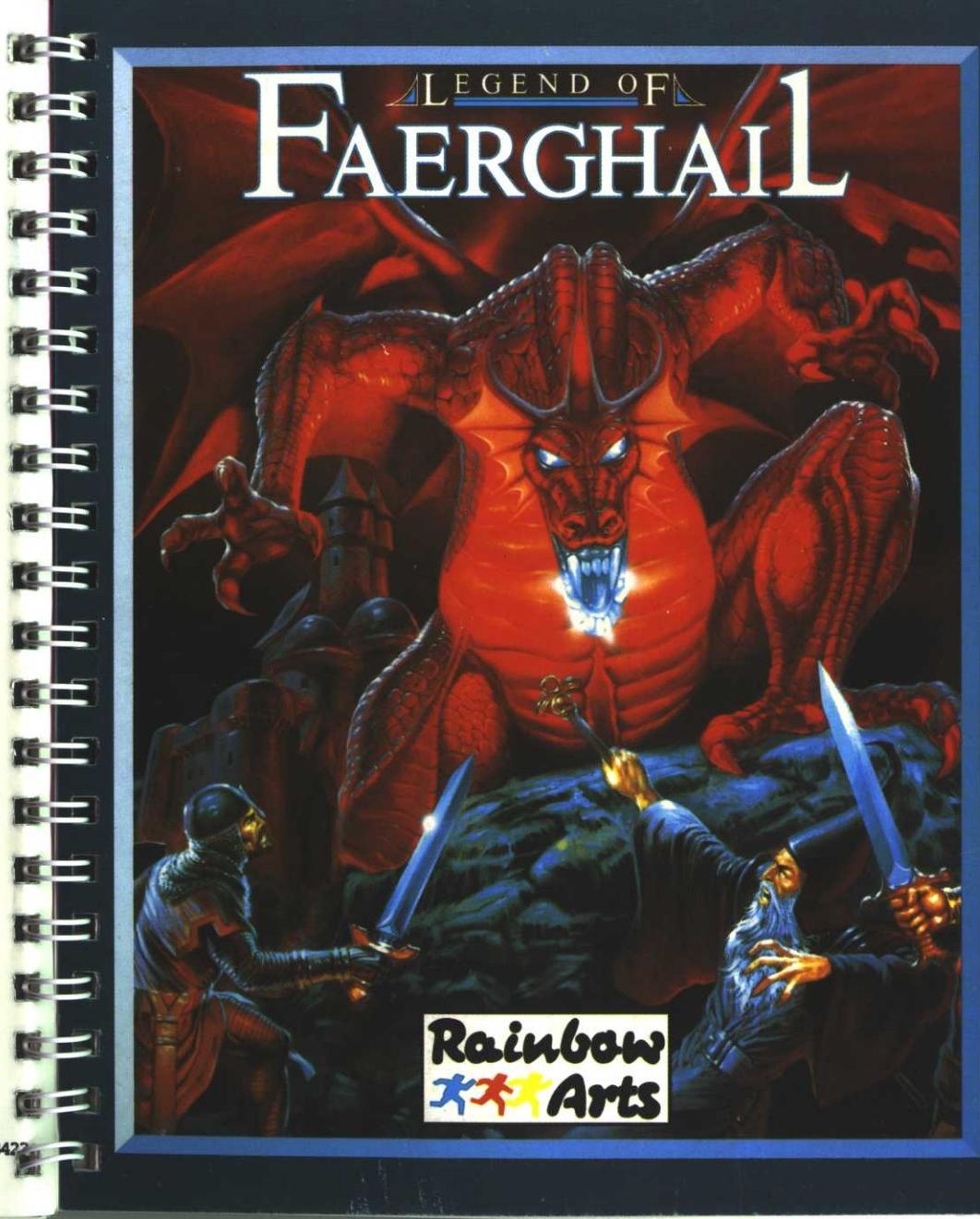


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LEGEND OF FAERGHAIL

A role-playing game for Amiga,
Atari ST, and IBM-PC.



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I. Background story.

"Bad times nowadays I reckon, me' trusty friends..,"

- You hear the deep tones of an old Dwarf warrior from the other side of the tavern: "yer can't put a foot outside these 'ol town walls withaart bein' attacked by one o' those spiky-eared mobs, I say..."

The Dwarf had hit the nail on the head - the main point of conversation among the people of Thyn was the war between the local Elves and the men of Thyn county:

"I just don't know what's got into that lot - just murdering our people without no reason.. But anyways, Oi've always said, - yo' just can't trust a pack o' them Elves."

"Calm down Gruelfin, old friend", - a deep, calming voice is heard from the other side of the inn. - Gruelfin chimes back: "Well, bugger me, just ask our Chelsea squadron for 'elp, and we'll do 'em in! Bommin' our chip shops eh? Wot? Aah yes, we will do.. Oh, o.k.. We're sorry about that folks, it's the Elves this time.. Sorry everyone.."

The deep voice again, somewhat amused: "It's clear that everyone here likes to hear an old Dwarf groaning away about the wrongdoings o' 'them' Elves, but it's not that long ago since I saw you stealing the spellbook of an Elf Magician by the name of Baya Liron,- at night, which you then proceeded to feed to the flames of your camp-fire... However, that's an old story, and hasn't got much to do with the evil situation nowadays."

The slim figure of a man walks out of the shadows and towards your table.

"May I introduce myself ? My name is Sarian, my profession is trailhunting, archery and now and again I'm an informant."

An impish light glitters in his eyes and he grins..

A voice from a neighbouring table says:

"Tell us a tale, strange wanderer!"

"I might well do, for a few silver coins," says Sarian, and deftly catches the coins thrown in his direction.

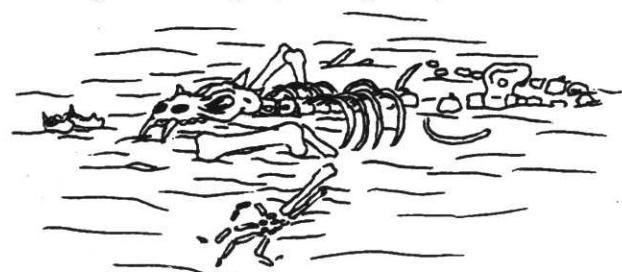
"Ladies and Gentlemen. Hemm.." - he coughs and waits until all have ordered drinks..

"Well now, I'll tell you a tale about some of the strangest creatures ever seen by men..."

The following hours were filled with tales of forest Troll^s, who lived on human flesh, and of Giants - big and strong enough to throw boulders at each other...

"But these were not the most dangerous of creatures sighted by far... One day I saw a creature, quite like a Orc but as strong as a bear and as dangerous as a rattlesnake. I was able to creep round it and came upon a cave, where I heard a few of them talking. A strange tongue it was I tell you, the only word I could understand was 'Mogul', I imagine it was the descriptive word for themselves. I heard this word again, much later on, around a camp-fire. Here, there was talk about creatures that live deep under the earth, and the description fitted to that of the 'Moguls' that I had seen. They were said to be the ancestors of Orcs and lesser demons. Mind you, whether this theory is true or not, I couldn't say.

You cringe at the thought of meeting one of these creatures.



"But believe me, this was not the greatest fright I have had on my travels - creatures exist who can, by some kind of magic rob their victims of all intelligence and there are others that numb their victims with one strike and then eat them alive."

"You're laying it on a bit thick, you imp!" - A huge Barbarian stands up and comes over.

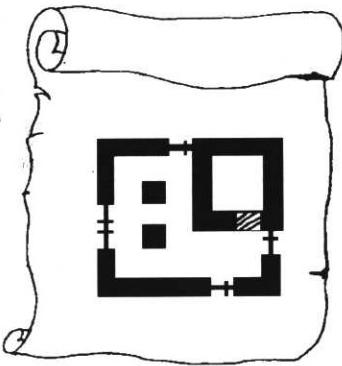
"My name is Berek Orcripper, the bane of all Orcs and their ancestors. I tell you, I met an Orc-ish race in the Lands of the Black Ice, by the name of Arag-Dai, perhaps not as strong as your 'Moguls' but craftier and more evil. And that's nothing compared to the Skryt-Dragons, one of which I was only able to conquer through its own death. They are able, with their barn-door mouths, to swallow up horse and rider in a wink of an eye."

The following tales became more and more unbelievable, and no-one seemed to want to stop his oratory. Probably on account of him standing 7'6" weighting 255pds. and a good teller of tales.

Time goes on, and one after another the guests go home to their beds. The Barbarian and the Dwarf also say goodnight and go their different ways. At about midnight you are left nearly alone in the main room of the inn, with the innkeeper, and the 'archer' Sarian.

"Tell me, my young friend, it doesn't look as if you're very happy with your lot, at home and on the field."

Sarian had read your thoughts.



map 1

"As you probably know, the war against the Elves needs all of our warriors ages. It looks bad for us, we've not many left, and the enemy just seems to be increasing. If we don't receive help from outside, and quickly.."

The innkeeper warns:

"It's closing time folks, I'm risking a fine by letting you sit here."

Sarian pulls something out from under the table, a small bag comes to light, the shape of which reveals it to be a filled purse.

"This should be at least enough for the fine, noble publican - close the door and the shutters please."

The innkeeper does as asked.

"Now to come back to our conversation." says Sarian. "I've heard that our Majesty is looking for a few brave young men for a mission. A mission to the neighbouring county of Cyldane in order to call for supporting troops. Are you interested? - There are probably great riches to be earned, and at the least you'll be able to forget your farming for a while."

You wonder about the way in which the near stranger is able to ascertain your feelings. In the past few weeks you really have been thinking and dreaming about doing great deeds and of turning your back on the boring farming life... The thought of a great reward...

"But how can I, alone..." -

You start, at the thought of this nearly impossible mission, but Sarian calms you:

"You obviously will not be able to manage it on your own, but for a number of gold coins you'll probably find a few true companions who'll want to help you carry the treasures to be found on this adventure."

Gold coins?.. He's talking about gold pieces? - A farmer would have to (with a good harvest) work for several months to earn just one! And he's talking about gold pieces as a farmer would

boast about copper coins!

"Would you please tell me where I can dig up these 'gold pieces' in order to enrol the 'true companions'?"

"That is our Count's problem, not yours. Is it his rulership that is to be defended, or is it yours?"

And again, there is a glint in his eyes.

"Go at dawn to the palace gates, mention my name to the palace guards and tell them your story. You will then receive an audience. But until then, think about the mission very carefully, for the Count dislikes men of wavering purpose and those who would turn down his offers..."

After a few hours of discussion, the innkeeper lets you both outside, and Sarian says goodbye with the words:

"Keep your chin up, young friend, I think you'll find the right companions for this challenge.. Goodbye, and take care!"

Sarian disappears in the shadows of the nearby houses.

The very next morning you decide to go to the palace for an audience with the Count to offer him your services.. Not just, not only the thought of gold in plenty and honour on the battlefield, - but also the idea of returning to Thyn as a hero would be the icing on the cake for your future career. Away from the field and harvest..

On arrival at the palace gates, you do as Sarian had advised, and within two minutes you find yourself at the foot of the throne... The Count arrives..

The Count:

"I have been informed that you are interested in a mission, and that you wish to place yourself in my service, without regard to the dangers to your person on this mission?"

Without waiting for an answer the Count continues:

"Very well, young man, here are my orders: Journey to the County of Cyldane, and ask the Count Hagror for supporting

troops. The Count will understand the imminent danger of my downfall, for we were always peaceful neighbours, and should Thyn fall he is not safe... Also, you and your companions (I hope you do not want to journey alone), should try to find out the reason for the strange behaviour of the normally peaceful Elves and wipe out this cause of their aggression. My blacksmith will supply your and your friends with the desired equipment, and I ask you, when downtown, to look out for a few men or women who could be useful on this mission, and then to start as soon as possible, for I cannot hold out against this overwhelming power for much longer."

You find yourself quickly escorted to the palace gates, and once outside, you realise that not one word has been spoken of a 'great reward' or of 'great riches' to be earned!

"Well, perhaps I'll find a few people to come along on the way, just out of pure interest..." You think to yourself, and make your way to the next inn..

The adventure can begin!

II. Basic concept.

What is a role-playing-game ?

There are two kinds of role-playing games: One is the computer role-playing game:

The computer role-playing gamer leads a group of characters through a fictitious world, whereby the most adverse adventures and puzzles are to be solved. The computer registers all moves, simulates all confrontations and occurrences and controls all non-player characters - (NPC's).

The second kind is the 'real' role-playing-game:

Here, a group of gamers meet, and each player 'plays' a character. A gamesmaster 'directs', (or at least tries to!) the game, (in computer role-playing games, the computer simulates the gamesmaster's functions) - controls all NPCs, and all random occurrences (are used), steers the group into situations of which the gamers often have no influence (and are sometimes not allowed to have), and guides the destinies of the player-characters. The gamer tries to 'play' his character (who has his own abilities, created by dice.traits) as realistically as possible within the fantasy, or science fiction world of the gamesmaster.

The aim of role-playing is to create a social game, and an atmosphere in which the individual is asked to solve a problem, and is pressed to find new solutions within a completely different world, using a different character and race. Within a group, responsibility for one another, group ideas, and collective decision-making is called for, (especially in 'real' role-playing).

There is a third kind of 'real' role-playing game that exists, but sadly IU don't get invited to these...

CHARACTER ATTRIBUTES.

A character is the 'gaming figure' of a player, built up of a conglomeration of different data and the five main character attributes:

Strength.

Strength value describes the physical power of a character. The greater the strength of a character, the greater the wounds he or she can distribute to an opponent. A character of great strength may carry much more luggage, weapons and so than a weak character. This value is the main attribute of all characters whose profession places them in the front line of violent confrontations, eg. - Warriors, Barbarians, Paladins, etc. More often than not, male characters are stronger than female characters (sorry girls!).

Intelligence.

This attribute is directly comparable to our I.Q. tests. It describes the individual ability to learn, discern, and combine events. This ability is the main attribute of Magicians and their 'lower classes', i.e - the power over magic, (be it white or black), and its usage. This talent also measures the ability of a character to learn a foreign language.

Wisdom.

This value includes the will-power, memory, understanding, and artfulness of a character. It is the main attribute that Clerics, Druids and their powerful 'lower' classes, eg. - Rangers, need. This talent enables the 'lower class magician' to perform magic by use of memory / wisdom; a Cleric may perform magic without the use of a spellbook and well learned phrases - as a 'normal' magician would not... Female characters have, more often than not - a rather higher Wisdom bonus than their male equivalents.

Dexterity.

This value mirrors the reflexes, motorics (eye-hand), swiftness and limb coordination of a character, and its overall bodily adeptness in all different kinds of situations.

Dexterity has a direct influence on how quickly a character is prepared for a surprise attack or traps, etc. Eg. - armour class is determined partly by dexterity which also influences the reaction of a character faced with unpredicted events. This is the main attribute of Monks and Thieves, because of the high dexterity needed to disable traps, or to enlighten others of a heavy purse.

Constitution.

This value describes the bodily health, stamina, and the resistance to illness, poison, and so on of a character. It also includes information about the build of a character. The greater the value of constitution, the higher the number of hit-points a character has. Male characters often have greater strength than female characters, but, their constitution value is tends to be a little lower than that of females.

Most attribute values are dynamic; i.e - no character can train to improve his born intelligence, but frequent training will help a warrior to gain higher strength and / or dexterity. Similarly, the following attributes describe not the born attributes, but those describing a character's fighting experience, magical experience, state of health, protection, etc.

Hit points.

The number of hit points is a value that describes the general state of health of a character. This value does not include illness or invalidity, but describes organic damage that is injuries and exhaustion. Each character has a maximum of hit points. Maximum hit points = maximum health. A character with less than maximum health may suffer in different circumstances. In combat, for an example, an injured character is not able to attack as efficiently as a healthy character, long marches may become very strenuous when injured. Such a character may lower the company's morale. An unhealthy character is not as resistant to sickness and poisoning as a healthy one. A character should therefore aim to keep or regain the highest number of hit points as possible. All wounds should be healed as quickly as possible. This may be done in a temple by using magical healing potions or by magic. Should the number of hit points go down to zero - the character will die.

Magic points.

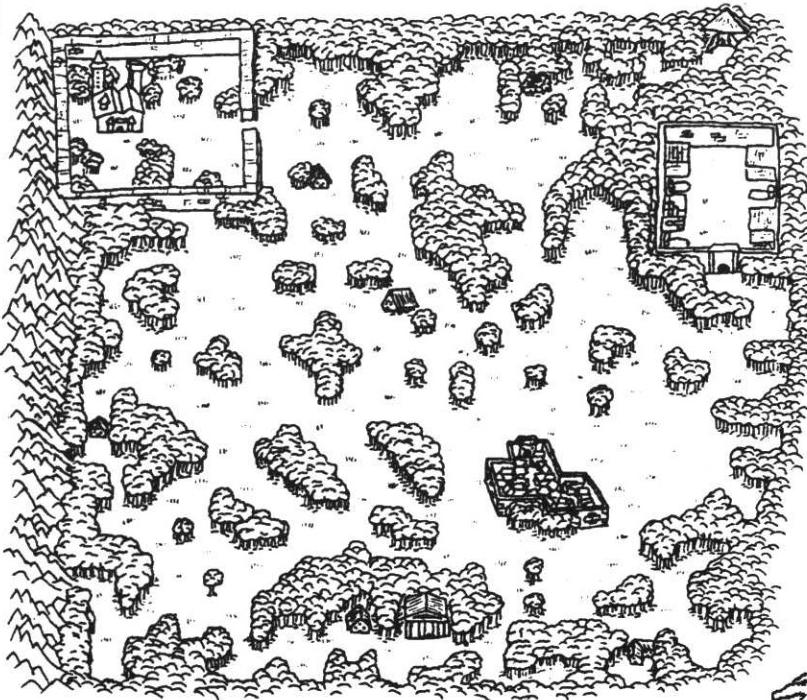
The number of magic points limit the number of spells that a magic user may cast in any one day. This value may be looked upon as being the ability of a character to concentrate and declines with each spell cast. If this value reached zero, a rest must be taken in order to regain magic points. Rest is the only way to regenerate these points, although there is some talk of wise priests from the East, who can regain their concentration points by the use of magic.

Experience points.

Experience points are gained each time an opponent is defeated or a spell cast well. The number of experience points mirrors the experience of life and of combat that a character has. Every character begins with absolutely no experience points, and each point has to be earned. The higher the number of experience points, the higher a character can climb in his or her profession. This entails more hit points, greater attribute values and more magic points. The character must speak before the Board of Free Trades, and will then receive the training suited to his / her experience level.

Armour class.

The armour class of a character is defined by his various attributes and the type of armour used. It describes the protection of a character against physical and magical attacks. The higher the armour class, the higher the protection. The armour class is defined by the dexterity or the constitution of, and the armour and weapons used by a character.



Wilderness-map east

CHARACTER RACES

A character may be one of the following races.

Human



The differing Human racial types that exist in this world are all included in the Human race, i.e. there are several Human races but there is little difference between them. Important is that with Humans no professional limits are given and that all attributes are normal (in other words, Dwarves are strong, Elves intelligent, and Humans are nothing special!).

Dwarf

Dwarves live in caves and mines and earn their living mainly by mining metal ores. To strangers they appear shy and tentative, but to friends and companions they are true and reliable. They have a great affection towards jewels of all kinds and will even start a fight over them. They have a natural antipathy towards magic - No Dwarf could or would even want to be a magician.



Because of their often abnormally strong build, they make good warriors, and are also excellent blacksmiths. They have great distrust towards Elves because of a tribal dispute centuries ago. Outward appearance: About four foot high, nonetheless as heavy as a heavily built Human. All Dwarves are bearded, (including female!), they are dark haired, dark eyed and have a dark complexion.

Elf

Elves are graceful, elegant, intelligent and mischievous. Their different tribes live in forest towns invisible to the unpracticed eye. They love nature, arts, games, and the 'good life'. Naturally shy, they are however great companions and extremely good archers. Their only real flaw is that they are often arrogant and over estimate their own capabilities, whilst under estimating those of others. They are nearly immune towards paralysis but are not as useful in man to man combat as Dwarves, for example. Their high intelligence often makes them good magicians or illusionists. Outward appearance: Normally six feet high, slight of build and quick of limb. Mostly blonde, light skinned, and either blue or golden eyed. Their greatest visible distinction is their pointed ears and large oval eyes.



Halfling

Halflings (or hobbits) live, like Dwarves under the earth but in 'Halfling built' living caves. Liking comfort, they love their homes and the company of good story tellers. Most are gardeners or tradesmen, now and again a goldsmith or jeweller is to be found amongst them. It is seldom that a Halfling will trade his comfortable life for that of an adventurer but when open to persuasion, they often make great thieves or scouts. They are also said to be experienced archers and handy with a sling. They are not born heroes, but will do anything to help a friend or companion in danger. They will also trick a 'bad sort' even in the knowledge of danger to themselves. Outward appearance: Halflings are about three feet high, a little tubby around the waist (they love their food), lightly tanned skin, dark eyes and, like Elves, pointed ears.



Mixed race

There are many children of mixed race, the offspring of mixed marriage between Humans and Elves and Orcs. The so-called half-Elves often have some of the advantages of their parents, but not all. For example, the near immunity to paralysis or the Elven immortality (Elves only die through injury or poisoning). Another mixed race is the Half-Orc: Not quite as ugly as Orcs but just as sly and nearly as strong. They are quite good warriors but not very intelligent, and always looking for a quarrel, this being the reason why most half-Orcs will be rejected by a group.



TRADES

In this game there are twelve professions. The trade of a character is the one that an adventurer has gained after giving up his normal boring life as a tradesman, farmer, citizen etc.

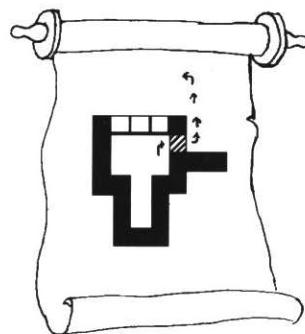
The trades are as follows:

Warrior

A warrior is trained to use any weapons. He earns his living using his strength, his knowledge of weapons and his experience in combat. For a warrior to survive and succeed he should have good strength and good constitution. Each group of adventurers should have at least one warrior within it, in order to protect the weaker in combat, and break down the odd door or two that are in the way.

Barbarian

Barbarians are born, no-one can train to be a barbarian, you either are one, or not. Barbarians are a somewhat strange folk: They detest all kinds of magic and other 'odd' things, and rely on their enormous strength and dexterity. Their attributes are quite like those of warriors, however, they are a little more hardened by their rough life in the wilderness, and therefore that much 'tougher' and skilled in survival in the wild.



Thief

Thieves are dexterous and clever; they will avoid man to man combat because of their lesser strength, but are masters in the art of assassination. They are also extremely adept at finding and deactivating traps, are well known for their quick fingers, and for unlocking doors etc. (without the correct key, - even an Orc could do that!) A high degree of dexterity is needed for an up and coming thief - dexterity is a thief's life insurance. Thieves may not wear heavy armour, at the most leather or Elven chainmail, which does not hinder them when 'at work'.

Blacksmith

There are not many blacksmiths to be found seeking adventure, but now and again they can be encountered. They are an excellent 'mobile workshop' the only encumbrance being the anvil that they carry, (in order to repair the group's armour and weaponry). A blacksmith, like thieves, will only wear (if any), leather armour, which is not a hindrance when working. There is another reason for this, it is part of the ancient 'Blacksmith's Code of Honour' - by which each blacksmith tries to live, even though there is these days no reason to.

A blacksmith may also cast spells.. However, the number of spells a blacksmith can learn is limited, and only those spells useful for in his trade may be learned. To cast magic, a blacksmith needs his hammer and anvil, - the centre of his power and magic.

Ranger

Rangers are a sub-class of warriors. This, however does not mean 'lower class'. A ranger lacks some of the abilities of a well trained warrior, but has other advantages, for example: A ranger can make out an opposing group or small army over a

great distance, and even give an account of it's size and strength. At, and above the sixth level, a ranger may cast druidic spells. This ability derives from the dual interest of both professions on the protection of forestlands and nature etc.

Cleric

A Cleric is a character who's life is filled with the ideal of doing good to others and reducing evil in the world. Through his belief and his faith, his god (there are many faces, but there is only one God), has given him the ability to use magic. Whereby the type of magic is usually of a protective or healing kind. The main attribute of clerics is wisdom, as most of their knowledge is not just that of written down spells.

Druid

Druids are the 'colleagues' of clerics, but a druid's life work is that of the protection of forests, woodlands, and all nature within them, and he will protect them, using all of his powers. The magic of the druids derives from this will to protect nature. His is elemental magic - power over the four elements; earth, wind, fire and water. Druids are welcome in any companionship, because that nature seldom turns against them.

Magician

Magicians are mostly strange, learned, unworldly-types, who seldom leave their pile of books, unless to try out some newly found knowledge or spell. Magicians, (like illusionists and all sub-classes of magic users) are, because of the complexity of their spells, especially bound to their personal spellbook. A

magician wears no armour, as all metal on his person would interfere with his spellcasting. Magicians are not very agile, mostly because of their great age (by human standards they are extremely old), and are often too weak to survive man to man combat. Magicians normally prefer to fight using their own special weapons, and as far from the front line of danger. (as possible)...

Illusionist

The illusionist's profession is similar to that of a magician, likewise can't wear any metal armour, nor is he practiced in the art of warfare - sharp objects, i.e. weapons should not be given to him, - he'd probably injure himself badly, - like a magician would. The main difference between the two is that a magician creates a reality, and the illusionist creates an image of reality in the mind of the target person. Should the target person or object believe what he sees, hears or feels the illusion will become reality for him, - with all its consequences. Illusionists should be of high intelligence and dexterity - illusionism is a very special skill.

Paladin

Paladins are warriors as one would picture a knight from the Middle Ages: They fight with, and for honour, seeking fame on the battlefield by taking on the most dangerous of opponents.

Paladins are ruled by their 'Code of Honour', and always try to free the world of evil forces. Paladins have distinct powers of good that other 'normal' warriors lack: - Fourth level paladins and above gain knowledge of clerical magic. A paladin will never attack a basically good person or creature.

Healer

Healers (all of whom are female), are magicians specialising in constructive magic. Their spells are all of a healing or a protective nature, and never the type of spell that would damage or injure others. Healers, may not wear metal armour which makes them vulnerable in combat. However, healers are of great help to a group, using their protective magic in, or after a confrontation. The main attributes of a healer are wisdom and dexterity, (of help when dealing with bad injuries).

Monk

The monks in the world of Faerghail may be compared to the type of monks famous in our world such as Friar, - Brother Tuck, the well loved companion and friend of Robin Hood. Perhaps not always as sturdily built as Tuck, they like to journey along and are always ready to do a good deed or two. They should never be under estimated. They pride themselves in not wearing armour or clothing that would impound their stature, and are experienced fighters in their own way, preferring blunt weapons such as clubs. The main attributes of monks are dexterity, wisdom, and constitution, - body and mind being thoroughly trained during their novice years. Their training also includes some special skills, quite like those learned by thieves.

SPECIAL ABILITIES

Each character has, along with his main attributes, other aspects which make up an individual. These aspects are called abilities. These may be general, or those needed and trained in a particular profession.

Negotiating

This value gives account of a character's ability to bargain or negotiate. For example: a character's ability to buy cheap and sell for a good profit. Also of great use when parleying with opponents, (something of great importance).

Attack

This value tells us of the chance of striking a heavy blow, badly injuring an opponent. The most important talent of a warrior.

Defense

The opposite of attack (above). The ability to make good defensive move, a skillful feint, or to avoid a spell etc.

Concentrating

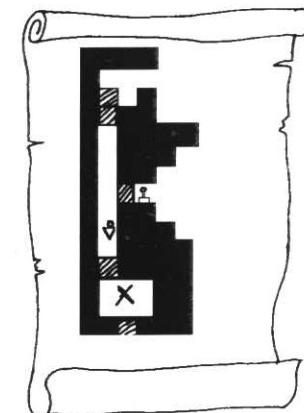
An important talent, especially for magicians and their subclasses. A magician with optimum concentration is able to guarantee a maximum effect of the spells he has cast. Is also an important value for those characters wanting to learn new spells or languages.

Pick-pocketing

This talent may be useful in any inn or tavern, especially when out of money. If caught imprisonment is likely. There is even a tale of a country that chops off the thieving hand... (not conducive to an honest career!)

Stalking

This is a talent that has to be learnt. It is an invaluable skill to be able to creep past, and attack an opponent from behind. Thieves use this talent, and there is a rumour that monks are taught this to a very high degree.



map 3

Trap detecting

This talent is useful in discovering traps before walking into them. This talent is a speciality of monks and thieves who are willing to undergo long training to become adept at it.

Trap disarming

This talent is obviously the ability to dispose/disable traps without damage to oneself or the group. Because of the high level of dexterity needed this is mostly the domain of monks and thieves.

Open doors

Closed and locked doors have always been an object of curiosity for humans. Every apprentice thief has to open one in order graduate. However, not every door is locked by a key, and even the most experienced thief is powerless when confronted with a magically locked door..

DIFFERENT LANGUAGES

Common language

The common language of Faerghail may be compared to our common language - "Esperanto". However, it's more widely used, especially as a trading language, and has gained popularity as a world language. It may now be considered to be the universal language, understood by all.

Animal Language

Not a 'real' language as we would consider one to be, but a conglomeration of sounds created by animals as a signal to another of the same species, often conveying vital information about the immediate surroundings. Druids and rangers should master these languages.

Orc Tongue

This, rather strange language (also called Gritshnak), is a mixture of common language, lizard language and animal sounds, but not very complex and used by all Orcs and their related species. This language is the second most widely spoken language after the common tongue, as Orcs are very numerous, although generally unpopular.

Lizard Language

Lizards are a strange folk, very little is known about them as they avoid all contact with other beings. This language is rarely spoken by a member of any other race as a rule because all contact with them usually ends in a bloody way...

Dwarven Language

Dwarves speak a language that is generally difficult for others to learn, it being a very guttural, dark sounding tongue. It is also difficult to find a master of this language who is willing to teach, as Dwarves keep themselves to themselves and dislike letting 'strangers' take part in their lives.

Elven Tongue

Elves have a main language which includes many dialects that are, however, very similar. As Elves are normally very affable, it is quite easy to find a good teacher. This language is also widely used, as Elves often have contact and socially mix with Humans.

Dark Language

Dark tongue is a dialect of the Dwarven language that has, over many years, changed drastically, so that it may now be considered as an individual language. It is used by all beings (creatures) that live under the earth, shunning daylight contact with those who live on the surface.

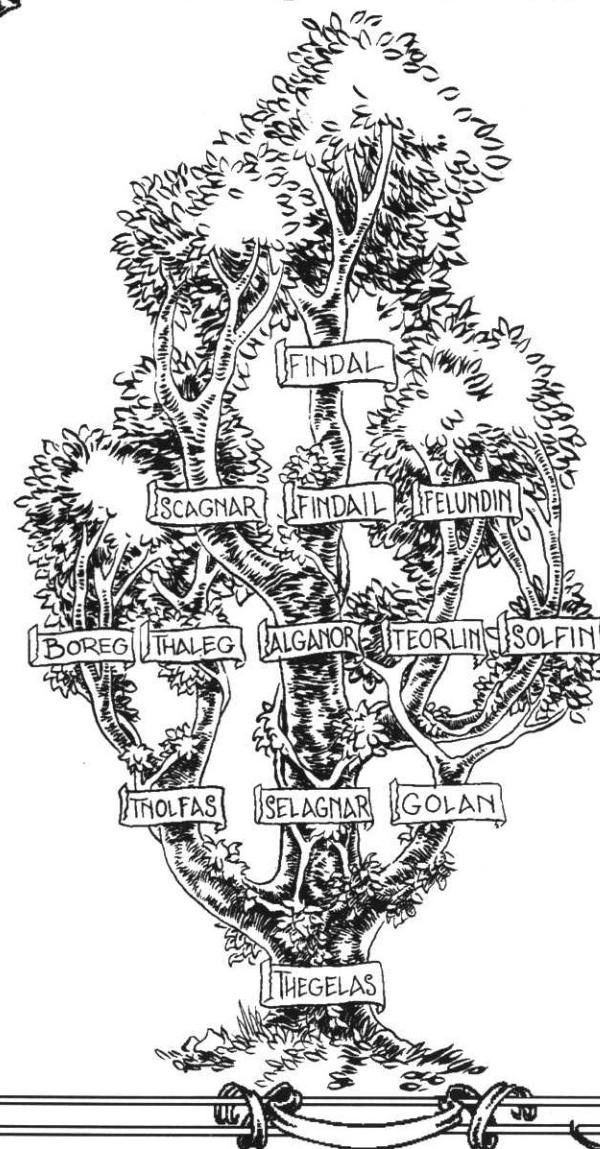
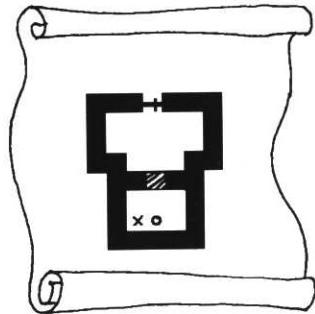
Magic Language

Last, but not least is the language of magic. Its real name is "Terandir Ellagrinum Estaffyn", but it is called "Magic language" by normal folk. It is the language of occult and fantasy beings and creatures. "Terandir Ellagrinum Estaffyn" means - "The language of the unknown". A magician should be able to speak this tongue fluently, as it is very likely that he will come into contact with one of these creatures, by invoking it or by incantation. Many of these fantastic beings can only be controlled by a magician able to speak this language fluently.

ALIGNMENT

The gaming figure of a player may have one of the very differing principles of life: A paladin respects law and order, the right to life of all other creatures, and will never kill unless absolutely necessary. A paladin is therefore "lawful good" in his alignment. A thief, however, whose aim in life is to ignore the law at all times, can never be lawful good. This example leads to the fact that there are "lawful good" and non- "lawful good" characters. These "good" characters may be divided into "neutral" characters and "evil" characters. Neutral characters will always change their principles to suit their own means, whilst an evil character will even sell his own grandmother at a bargain price and kill for fun. The social systems of evil characters are always based on survival of the strongest and craftiest. A player should always bear in mind that evil characters will not parley, and that it is, more often than not, a waste of time arguing with them. One should not, however, just try to 'back and slay' all those creatures encountered, as now and again, important aid may be gained from them. Also, many character classes will not just kill anything that moves.

map 4



III. The world of Faerghail.

The Town

The starting point of this mission is the town of Thyn. Thyn and Cyldane are built and organised in much the same way, so that both may be described here.



Trading post

The Steelstone family have owned and run trading posts in the Counties of Thyn, Cyldane and throughout the Kingdom for more than a century.

Here, an adventurer will find all that his heart desires, from the exquisite halberd made of specially hardened steel, to the famous 'Steelstone Suit of Armour' - easy to wear, (do not wash or iron). Steelstone's shops are also famous for the fair prices they pay for second-hand weapons or armour.



The Bank

The Banks, owned by 'Coingrabber & Muchgold' were thought unlikely to survive for very long, but their new "Customer Service" whereby an account may be opened and managed for

a small sum of money, and especially the new credit cards which are accepted by nearly all traders in the town, have justified the survival of their banks. An adventurer with a well filled account can go shopping without a penny in his pocket: the sum is just booked from his account.

The Tavern/ Inn

There are many small and larger taverns to be found in the towns and countryside. Here, an adventurer may stay the night and replenish his rations. A tavern is also the place to meet other adventurers or companions just waiting for new missions and great deeds to be done.

The Grand Board of Free Trades

The leaders of all free trades (including the leaders of each one of the twelve trades that a character may practise) meet here regularly. Here, a character may gain the training justified by his professional level, new languages may be learned, and a character may receive tuition in the art of magic.

The Temple of Deliverance

Experienced healers and priests are gathered in the temple to heal, or if all else fails, embalm the characters that visit here. The priests of the temple have the power over the life and

death of a figure, only the gods may decide against the revival of a character. Many say that the temple's name derives from the priest's highly developed art in relieving those who visit them of contents of their wallets.



Wilderness and Dungeons

What is to be found in the wild?

The counties of Thyn and Cyldane are thickly forested. All kinds of creatures from buffalo to deer are found in the forests. Sadly, mercenary groups wander through the forests nowadays, waylaying travellers and traders. Luckily, taverns are to be found here and there, affording protection for at least the night. It is advisable to look for a tavern when in bandit controlled countryside, and plan the continuation of the journey from there. One should also try to reach a tavern before sundown as town gates and tavern doors are locked and barred after sundown and are opened again the next morning. Should it happen that late at night you are not let in, the only thing left is to camp outside. This is clearly to be avoided as one faces many dangers outside at night:

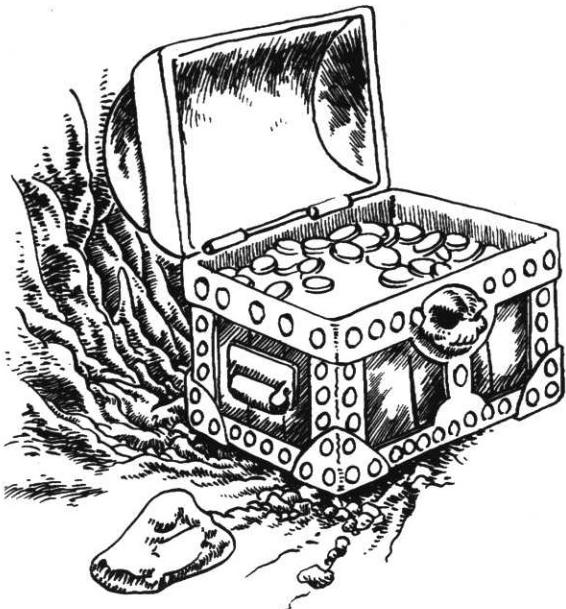
These dangers range from an attack by roving bandits or creatures, to the danger of a werewolf attack at full moon. The area of the two counties is not only inhabited by Humans, Dwarves and Elves live here too. There are not only the two towns of Thyn and Cyldane and the taverns here and there, but also other places worthy of visit. An hours walk from Thyn, the Temple of the Dragon's Servants may be found. A ruined castle and the Elven Palace is also easily within reach. To enter Cyldane, the other half of this country, one has to pass the high mountain range called the 'Dragon's tail'. A direct passage through the range is the way through the Dwarven mines, the 'Khazad Maran'. The city of Cyldane itself is unusually large - nearly twice the size of Thyn. The county of Cyldane also contains the Monastery Sagacita - a centre of wisdom, an overgrown inactive volcano and the ruins of an ancient oracle.



What is found in the dungeons?

One should always bear in mind that the place which you are in was built to deter intruders. Complicated gangways and labyrinths are the best example. It is always advisable to sketch a map of your progress, which, in extreme circumstances (for example if a horde of orcs is chasing you), may save your life. An ancient myth tells of a magical sphere that, when looked into, shows the way to lost travellers. This object was, however, lost in the dark passageways of the Dwarven mines. Whoever finds it will never have to fret about being lost underground. It is

also useful to inspect the surroundings very carefully. Secret doors and traps may be found that only a thief may deactivate successfully. Not all doors are locked, however, but dark secrets are often waiting to be discovered behind heavily locked doors. A thief is always useful in this case, but a strong warrior may also do his part in breaking it down - but careful - injuries may be sustained.



What can I do in a dungeon?

When not busy in fighting off opponents, there are a number of actions that may be taken to move the group or incur events. These are as follows:

Use item (U)

Magic potions, scrolls, magic wands, etc. are activated by using this option. Firstly, the character who is to use the object is chosen, and then chooses the object to be used.

Cast spell (C)

With this option, the magician plays his role. As above, the magician to cast, and then the spell to be cast has to be chosen.

Forge (F)

In case of a blacksmith being with the group, this option allows him to repair the armour or weapons of another character. Again, the character, and then his armour or weapon to be repaired has to be chosen. This option is only active if a blacksmith is a member of the party.

Rest (R)

This option is used to heighten the morale of a group after long, tiring marches etc. Firstly, the duration of rest has to be decided upon, and then a character has to be chosen to keep watch. The character on watch will not recuperate as well as the other members, and therefore regains no magic-points or hit-points. One may also decide not to designate a watchman, though this is often rather dangerous.

Dismiss (D)

In order to make room for a roving adventurer to join the group, it may be necessary to remove a recruited character from the party. The expelled character then makes his way through the wilderness to the next tavern. In dungeons, only those characters who have joined the group whilst adventure was already under way may be expelled. These then make their way home rather than to the next tavern.

Lure (L)

In order to shake off a group of monsters who are after you in the dungeons, it may be useful to lay some bait. Through this, the party may gain enough time to escape. The time gained depends upon the intelligence of the monster, and the type of bait left. A normal animal would be quite happy with a scrap or more of food, an intelligent monster might stop for some gold coin or other. A few rations or a bag of gold may stop monsters before it comes to a combat situation, or, at worst, may whet the monsters appetite. Whichever way, laying bait will gain time for the group to escape.

Magic ball (M)

This option is only active if the mythical sphere has been found. This makes it possible to follow the passage the group has made without sketching, as the way is automatically mapped by the ball.

Pick lock (P)

A thief is needed to open a locked door. Using his tools, a thief is generally able to open almost any locked door, however, being a specialist he gives up easily when confronted by

something extremely difficult. In this case the only way left is to break the door down.

Options/ Files (O)

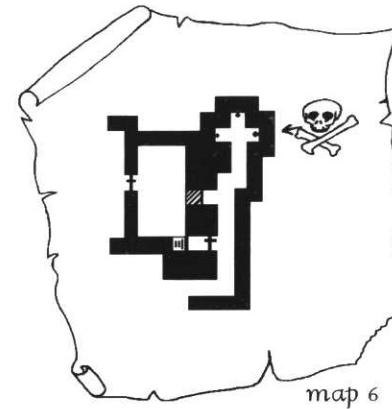
In this menu, there are functions that change the parameters of the game or save or open game files. A formatted disc is needed to save and reload game files.

All of the above functions may also be called up by pressing the right mouse button, a menu then appears over the text window.

Some functions may only be activated from the keyboard :

Pause (T)

This stops gameplay for an unlimited amount of time, the effects of spells and the condition of characters does not change in that time.



IV. Confrontation.

How does one behave?

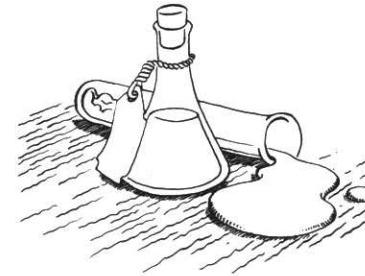
When, on your long journey through Faergail with your band of friends, you come across another group of trustworthy or otherwise beings, it doesn't mean that you ought to instantly pull out the halberd and cry: "I'll take the five in the middle and you go for the three on the right and the rest we'll do in later..."

More often than not, you'll be able to bargain with the potential opponent. Depending on their intelligence, they will often think about the risk of attacking a more powerful group. This leaves the advantage to you... Obviously, to make contact with them, one of the group has got to be able to speak their language, and have the necessary level of negotiating / parleying ability. Should contact be made, the following options are available:

-Trade wares:

Travelling traders often journey through the wilderness in the hope of meeting the odd group or two of adventurers, and then try to sell to them the most pitifully useless of objects. Quite the same can be said of other creatures who, after their plunderings, try to sell off objects they themselves have no use of.

A general warning may be given to those adventurers thinking of buying wares from roving salesmen or other individuals. The quality of the wares is often low, and the prices higher than that of the same kind of rubbish which is sold in towns.



-Retreat:

With this option, the group is given the chance to make it quite clear to a bored giant (for example), that having your heads dashed in is not your cup of tea. The group saves itself the tiring act of combat. Although no one gains experience points, the parleying level of a character may grow.

-Recruit:

Should one come across a group of friendly Dwarves or crusading knights, this is the option to persuade them to join your cause for a time. Normally, one will join your companionship until expelled at a later date.

If the group has not had the luck of being able to trade or parley with others, there is another method, apart from combat or retreat, which is - 'greeting'. Many other groups may be found on a cause or mission,- these groups will also greet you back. On the other hand, a group of aggressive, brainless monsters will attack. In this case, the 'greeting' function is ignored, and gameplay resumes as if the 'combat' function was decided upon by your group.

Combat

Your luck has run out, the group has tried everything, but negotiating and parleying ability was not enough, even the hopes of running away - backing down, retreating, were dashed.. Now, all comes down to the nitty gritty. - Combat: In front of you, a small, massed army of skeleton warriors stands armed to the teeth, laughing - (to an extent - all undead are humourless), and gloating over their anticipated victory.. It's high time to work out a fighting strategy for the next round.. Each fighting round presents a combat table similar to like this:

1) Arnold	Kil	Attacks	1
2) Smitty	Def	Magic	1
3) Casimir	Ret	Magic	2
4) Aleena	Def	Use Object	1
5) Tardil	Att	Attacks	1
6) Tolfin	Def	Stalks	2

This combat table shows the position of each fighter, and the position he has taken up within the fighting grid. An opponent will always take up position within the three upper fighting levels, whereas a character may take up any position within the four lower levels. These four fighting levels are named: Killing rank, Attacking rank, Defending rank, and Retreating rank. They correspond with the above table, and are shortened as: "Kil", "Att", "Def", "Ret".

The chances of a character being able to attack well, or injure an opponent badly, depend upon his position within the fighting ranks. The nearer one is to an opponent, the easier it is to injure him, or be injured. With magical attacks however, the opposite is true. The further away from the fray a magician is, the better he can concentrate. A magician with an Orc on his

back will find it difficult to concentrate on a spell. A spell cast from a distance loses little of its power. Depending upon which profession a character practices, there are several advantages that improve the options that he / she has in combat. Here follows a list of actions that may be taken during combat:

- Defend:

Characters with strength or dexterity needed to badly injure an opponent may try to avoid being hurt, and by defending, block all attacks made on him. Under normal circumstances, it is better to try for concentrated self-defence, rather than a wild attack, which is still thought (by some) to be the best defence.

- Attack:

Includes an attack with weapons or, in case of their not being available - fists. Only the first line of an opposing group may be attacked, - a warrior cannot fight over the heads of opponents to get at their second line.

- Stalk:

This kind of attack is the privilege of thieves and monks. The character disappears for one combat round, reappears behind the opponent's lines and tries to do as much damage as possible before he is observed. The success of this type of combat depends highly on the level of dexterity and sneaking talent of a character. This kind of attack allows any opponent to be attacked, not just those in the front line.

- Use object:

This option allows a character to use a magic wand or magic weapon.

- Cast spell:

The chosen character uses his magic powers to support the group. This may include a healing spell for the group or a magical attack on the opponents.

After positioning your group and designating a plan of action to each character, combat may begin! For a full, detailed fight, one chooses the 'normal combat' function. If only interested in the result of a combat round, the function 'quick combat' may be chosen. At the end of each combat round, a result will be shown, and if the game contains a Ranger, a short summary of the opposing group's health will be presented.

Quick combat

A long fight may be tiring, not just for the characters, but also for the player, too. In this case (as often, only the result of a fight may be of interest rather than the performance of each character) the function '(Q)uick combat' may be chosen, instead of the normal '(A)ttack!. After a combat round, a table is shown:

Name	Hp.	W	A	B	Attack
Arnold	-3	*	-	-	Failed
Smitty	0	-	-	-	Succeeded
Casimir	0	-	-	*	Succeeded
Aleena	-10	*	-	-	Failed
Tardil	0	-	*	-	Succeeded
Tolfin	-1	-	-	-	Succeeded

Besides the name of each character, a list of important combat information is found, that is not included in the normal character table. This information is:

- Hp. = Hitpoints: How many hit points has a character lost in this round?

- W = Weapon damage: Has a character's weapon been damaged in this round? When it has, a '*' is displayed, otherwise a '-' is shown.

- A = Armour damage: Has an enemy missed whilst trying to injure a character and instead damaged his armour? Yes = '*', No = '-'.

- B = Bonus points: Has a character proved himself worthy in battle of a bonus for a special talent? Yes = '★', No = '-'.

- Attack: Has a character succeeded in attacking and injuring the enemy, or has he failed?

Other information, on armour quality, health etc., of each character may be found in the normal character table.

After combat

Has the group survived the fight or has it fled from the fighting? A quick summary, in table form, is presented, showing the complete results of the confrontation. The gains and losses made, health and experience of a group. The table may look like this:

Name	Gld.	Rt	Exp.	Hp.
Arnold	116	6	67	0
Smitty	80	5	14	0
Casimir	54	5	0	0
Aleena	75	6	0	-12
Tardil	103	5	12	-2
Tolfin	12	5	15	-2

These values are as follows:

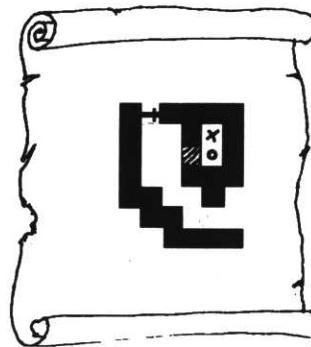
- Gld. = Gold: This shows how much gold was plundered during combat. This value may not be the actual amount of gold that could have been gained, i.e -

it does not necessarily depend on how many opponents a character has slain, but may be dependent on the amount of gold that a character could carry from the fray.

- Rt = Rations: Some opponents, like deer or wild boar are, when slain, a good source of rations. Orcs however, are not particularly tasty!

- Exp. = Experience points: Depending upon how many adversaries a character has injured, experience points are given for each round won. Magicians also receive experience points, but on a different system: They gain experience for each well cast spell.

- Hp. = Hit points: Normally the same value as shown in the quick combat table. This is the net loss of it any, of hit points after the end of combat



map 5

V.Magic.

An overview

Magic is the use of supernatural forces. There are two kinds of magic: One is white magic, - the consistent use of constructive magic such as - healing, and so on. The second variety is black magic; the concentration of destructive forces or energies and their use. For example: Fire or lightning.

Members of the magic-using professions are, because of their high intelligence, often found as advisors in the courts of the mighty Lords of the land. In battle, they are the brilliant strategists, brooding in the rear lines.

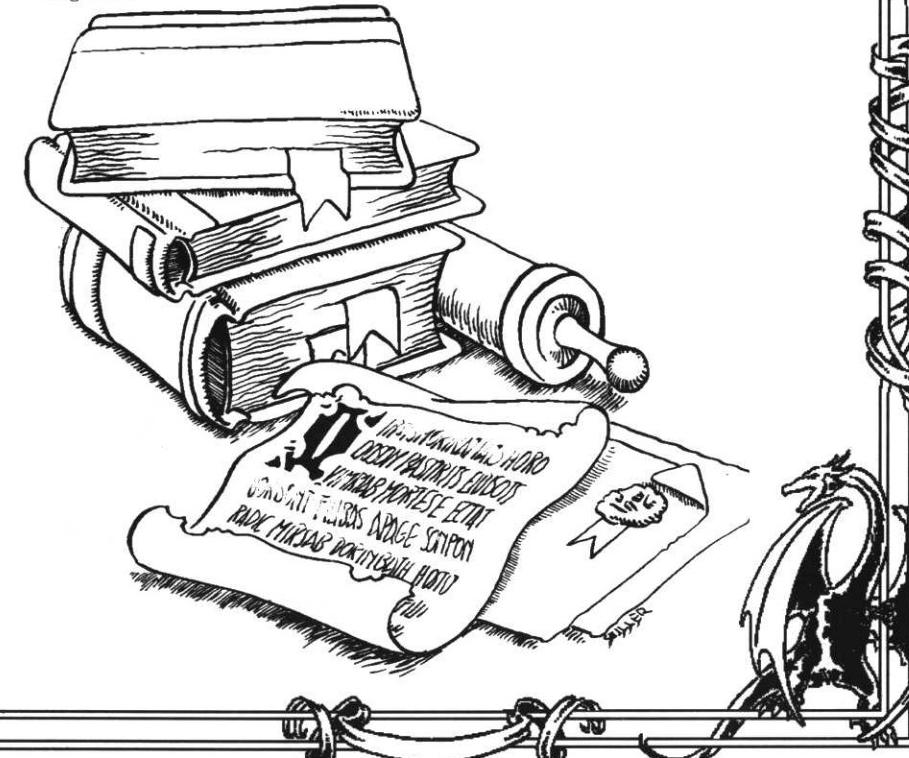
Another possible use of magic is the art of clerics and healers, and their way of using these supernatural forces: They receive their spells directly from the gods: These spells are not quite as complicated as those of magicians and, because of their healing or constructive nature, may not be as powerful in battle as the destructive forces used by magicians. The spells of healers and clerics are more useful in healing and helping characters after combat.

Magic - How to use it

Magic is a force that is difficult to use, and difficult to control. The use of it needs absolute concentration. The ability to concentrate is shown by the number of magic points that a magician has. A magician has a quantum of concentrating ability per day, which becomes smaller after each spell cast. The reduction in the number of magic-points is not so much dependent upon which kind of spell is cast, but on the how many spells are cast.

There is a limit however: Depending upon the strength of the spell, a certain number of the same kind of spell may be cast per day. I.e. - a simple "Light" spell may be cast four times in any one day, where as a spell of "Healing", that can heal a whole group of adventurers, may only be cast once per day. Each of these spells costs only one magic-point.

The ability to concentrate (magic-points) does not regenerate (as in other worlds) through sunlight, or whatever, but may only be regained by resting. Just as a 'normal' warrior would need to recover, a rest, or a good night's sleep does wonders for a magician.



Magic spells

A list of all magic spells that may be used by the magician-using character classes is shown and described here, using the following key:

Name of spell..... How often..... Target.

- Description -

The "Name" of a spell is the type of spell and its description recorded in the great 'Book of Spells'.

"How often?" describes the maximum number of times that this spell may be cast in one day.

"Target" shows the primary area of force of this spell, aimed at by the magician or magic user. This area may be one of the following:

Companions.

A companion.

Enemy group.

All enemies.

An enemy.



The Magician's spells:

Burning hands 08 An enemy.

This spell conjures up a flaming hand that appears in the midst of an opposing group and attacks a member of that group. The damage caused by this flaming hand is not particularly great.

Bringer of Light 04 ---

This spell creates a source of light for an unknown length of time. Under normal circumstances, this spell produces light for about the same length of time that a common would.

Magic Arrow 07 An enemy.

This spell produces an arrow of anti-matter that will not miss its target. The damage caused by this arrow directly depends upon the experience or power of the magician using it.

Shield I 05 Companions.

Produces an invisible shield around the companion, protecting them from opposing magic and improving his armour class.

Word of Sleep 06 Enemy group.

This spell casts the enemy group into a deep sleep, rendering them defenceless.

Shocking grasp 06 An enemy.

To use this spell effectively, the magician must be in near contact to his enemy. When touched, the enemy sustains injury / damage by electric energy being passed through him from the magician.

Permanent Light

02

With this spell, one chosen object may be loaded with the light energy of many torches, - this saves carrying them. This magically loaded object will then produce the average power of a torch for a long time, in fact - forever.

Fireworks

05

Enemy group.

The use of this spell creates a series of small explosions amidst the ranks of the enemy group. These not only injure, but also blind and confuse the enemy for a short length of time.

Magic Net

06

An enemy.

A magic net is a nearly invisible net which confines an opponent and his combat actions, reducing his fighting ability.

Words of Weakening

08

All enemies.

With the use of a 'Word of Weakning', an enemy group will be bodily weakened. - Their attacks are no longer as devastating as they would be. The enemy group does not, however, sustain injuries as a direct effect of this spell.

Lightning bolt

05

An enemy.

The magician invokes the 'Power of Nature' and calls upon 'Lightning', which he then directs at an opponent. The damage induced is dependent on the ability of the magican.

Invisibility

04

Companion.

The magician creates a sphere around the person of his choice, this sphere diverts nearly all of those light-rays on a course towards this person, and so avoid a reflection. This spell has, however, not quite reached perfection. In some way or other, one is still visible to those watching out for it

Fireball

05

Enemy group.

The magic user concentrates, and creates a fireball of intense energy amidst an opposing group. The explosion of which causes great damage - injuring and burning the enemy badly.

Ray of fire

05

All enemies.

This spell produces a ball of hot energy that the magician may aim and 'fire' at will. The heat from an attack like this causes bad burns and heavy damage to an opponent.

Fading

06

Companions.

This spell creates a flickering vision of the group being able to rush here and there in combat, thus making it difficult for the enemy to decide on an effective line of attack.

Haste

05

Companions.

The magician creates a spell that enables the companions to move twice as fast as normal. The only disadvantage of this spell being, that - the companions age twice as fast as normal...

Paralyze

05

All enemies.

This spell is quite like the spell of sleep, the opponent is not able to move. This spell normally lasts longer than that of sleep.

Shield II

04

Companions.

This magic formula is much the same as 'Shield I', but is that much stronger..

Slow

05

Enemy group.

This spell is the opposite of the spell of quickness, however, the enemy is slowed down, and therefore does not age as quickly as the group.

Blizzard

05 Enemy group.

With this spell, the magician calls on the forces of nature, creating a blizzard that reduces the enemy's ability to attack and defend, and, because of the extreme cold, reducing their life-energy.

Flame Shield

04 Companions.

This spell creates a burning shield, protecting the magician and the group from the enemy. This shield consists of fire and anti-matter, and should deter intelligent creatures...

Word of Fear

04 All enemies.

This spell creates terror in the minds of the enemy. The adversaries lose all courage and flee in panic.

Word of altering

04 Enemy group.

This spell can change a creature into another life-form. Quite useful in turning a dragon into a frog for example, but beware: It is said that this spell does not always function properly,- and that a relatively harmless bat has been turned into a mountain troll...

Word of confusion

04 Enemy group.

The minds of the enemy are filled with a magical confusion, so that they cannot define friend or foe, and attack anything within their ranks.

Summon Elemental

01 - - -

The recitation of this spell invokes a being from another dimension. There are four Elementals: Earth, Wind, Fire, and Water. After invocation, one of the Elemental Spirits will fight alongside the group. Owing to their god-like qualities, they are powerful helpers when needed.

Icy ray

03 An enemy.

The effects of this spell are much the same as those of the 'Ray of fire', the only difference being that the opponent's movements are slowed down due to the cold.

Petrify

03 An enemy.

Unless averted, or avoided under extremely lucky circumstances - the target of this spell will be turned to stone forever. The only possibility of being brought back to 'life' is through the use of advanced healing magic.

Death clouds

03 All enemies.

This formula creates a poisonous cloud within which all creatures that breath oxygen are poisoned. A magician should try to avoid being caught up in the spell of his own creation...

Disintegrate

03 An enemy.

This spell attacks the basics of all 'being'. The target of this spell suffers the loss of all energy - all atoms separate and the target disintegrates. Forever.

Word of death

02 All enemies.

This spell enables a magician to stop the biological functions of any enemy, until death... This spell is highly effective, but unwillingly used by all magicians of principle and those magicians that practise the 'Grand Board of Magicians Codices'.

Mindshock

03 All enemies.

This spell of 'brain stroke' incurs a kind of cerebral apoplexy to the enemy. This kind of attack normally kills.. There are some species however, that can survive such an attack,- usually those of somewhat lower intelligence...

Magic Shield 03 Companions.

A magic shield concentrates the air around the group, an individual member cannot be envisaged, and missiles, arrows, etc., are slowed down on entering this shield, causing less damage.

Companions.

The Illusionist's spells:

Acid Ray 08 An enemy.

After reciting this spell, the illusionist is able to produce a jet of acid from his fingertips, aimed at the target of his mental concentration. The result of this action is rarely lethal to the opponent, but can badly damage the appearance of an opponent.

Colour rays 07 An enemy.

Depending upon the colour of the beam sent, an opponent sustains bodily damage and / or damage to sight, hearing, sense of touch.

Haste 06 Companions.

This spell is powerful, but can be dangerous to the magician using it. The magician creates a zone in which time runs twice as fast, and the actions of those under this spell also move twice as fast. Those within this zone, including the magician also age twice as quick as normal. For this reason magicians do not like using this spell as they are already rather old.

Magic Lantern 08 - - -

The illusionist creates a small flame that cannot be blown out or extinguished, unless by magic.

Mud 05 All enemies.

One effective way of stopping an enemy is to "pull the rug" from under his feet. This spell creates a swamp around the enemies, making it impossible for them to stand up and attack.

Phantom Armour

06 Companions.

The phantom armour is an effective protection for a comrade. A magical suit of plate armour is created around the figure of the magician's choice. This suit of armour absorbs all attacking energy, transporting the energy into another dimension. Most attacks are useless against this armour, but still, a degree of caution is advisable when wearing this armour.

Magic Map

04 - - -

There are still no automatic cartographing machines in the world of Faerghail, and sketching and mapping is therefore quite a laborious pastime. An ingenious magician by the name of Kwich Zbregzik decided to put an end to this by working out this spell, very much to the disappointment of dungeon architects. A legend tells of Kwich Zbregzik being lynched by an angry mob of builders.

Open Locks

03 - - -

This spell was also invented by the famous Kwich Zbregzik, who at the time was angered by the cost of a thief for opening doors and disposing of all traps on the way to the room that Kwich wanted to enter. This spell enables the illusionist to open nearly all barred or locked doors.

Blind

04 Enemy group.

This spell does not injure an enemy, but that is not the aim of this formula. It may however, discourage an enemy group from attacking, by blinding him for a short length of time.

Smoke Cloud

05 All enemies.

This formula creates a cloud of smoke that smothers the enemy, blinding and choking them.

Disarm traps

03 - - -

This spell disables an already detected trap without causing damage.

Farsightednes

05 - - -

This formula enables the illusionist to foresee an attack, giving himself and the group enough time to prepare for combat.

Lightning

05 An enemy.

The magician invokes the forces of nature and creates a powerful fork of lightning.

Invisibility

04 Companions.

Invisibility is not to be taken too light-heartedly.- The enemy can't see you but neither can a friendly archer, which can cause quite serious damage. This kind of situation caused the death of the inventor of this spell.

Ray II

04 An enemy.

This spell is the same as 'Ray I', but much stronger.

Entanglement

04 Enemy group.

This spell creates invisible force fields around the enemy that 'entangles' them as if they were tied up.

Polymorph

04 Enemy group.

On recital, this formula changes, (for example) a terrifying ogre into a harmless (?) rattlesnake. This spell does not work on all creatures, for example, dragons seem to be immune to this kind of magic.

Surprise

06 All enemies.

This spell creates an unexpected vision in the minds of the enemy. This surprise vision makes an enemy either attack one of his own group or renders him useless.

Phantom Shield

04 Companions.

This is quite like the magic shield used by magicians, does not afford such intense protection however, being useless against a magical attack.

Flamefist

04 An enemy.

With use of this arcane formula, the illusionist creates a flaming fist with which he may attack the enemy. To use this, the illusionist has to throw a punch at an enemy. This is however, more akin to shadow boxing than to hand to hand combat.

Heart attack

04 An enemy.

This spell is easy to explain and is of terrible power. The heart of an enemy is just stopped, for a chosen length of time. Normally no-one survives an attack like this except Sivlanic Kobuk Lizards whose hearts are found at the end of their incredibly long tails, but that's another story...

Slow down

04 All enemies.

The illusionist creates a different time-sphere around a target of his choice (generally an enemy). Within this sphere, time is slowed down, and the group may attack the slowed down enemy twice in any round.

Rainbow hues

03 Enemy group.

An appearance, quite like a rainbow may be observed after the recital of this spell. Each of its colours brings a lethal dose of magic down on the enemy. Inconsistent in its effects, all scientific observation concludes that one should expect only the unexpected from this spell.

Phantom

01 Companions.

The illusionist creates a phantom that, because of its aggressiveness, draws all enemy attacks towards it. The phantom is, only a shadow, an illusion.

Sunlight

03 Enemy group.

A magical source of light is created that has the power of sunlight. This source may be moved by the illusionist, blinding and burning an enemy and deterring all creatures that avoid the light of day, - such as the undead.

Phantom prison

03 Enemy group.

A phantom cage is created that may be placed around a companion or a whole group, affording almost complete protection. The only disadvantage of this spell is that the protected persons are not able to act as they might want to.

The Druid's spells:

Glow 10 An enemy.

The recital of this spell causes the outlines of an enemy to glow, enabling the group to hit more effectively.

Enchant Weapon 08 A companion.

With this, the druid is able to enchant the weapon of a companion, so that, (for example) a falling leaf would be cut in two by it.

Animal friendship 08 All enemies.

This spell allows the druid to make friends with all wild animals, i.e. wolves, etc.

Firetrap 06 An enemy.

The original use of this spell was to protect an object or person. Movement activates this trap. Nowadays, this spell has been modified, so that the druid is able to direct this trap at a target of his choice, and activate it immediately.

Healing I 06 A companion.

This spell is identical to the 'Healing I' spell of clerics. This is because some clerical spells have been adopted by druids, with the formulas being adapted for druidic use.

Friendship 06 An enemy.

Just the same as the spell 'Friendship with Animals', only this spell includes friendship with humanoid species.

Wooden skin 05 A companion.

The skin of this spell's target takes on a tree-like complexion and thickness. - Useful in combat. Most impressive and fascinating is the speed at which the target's wounds and injuries heal.

Remove traps 04 - - -

Anyone can deactivate a trap by running into it, not all can dispose of a trap by the use of magic.

Flicker 05 Companions.

This spell places the group inside a flickering kind of shield. The enemy cannot focus on them, but the attacking strength and damage caused is reduced.

Summon Insects 05 All enemies.

Quite like the 'Swarm of Hornets' spell, used by clerics, this spell summons a swarm of insects, the blood-sucking, biting, and stinging effects of which are devastating to any opponent.

Thunderbolt I 04 An enemy.

This spell invokes the forces of nature and damages the enemy.

Thunderbolt II 04 All enemies.

The same as above, this spell causes greater damage.

Woodkeeper 01 - - -

A Woodkeeper is summoned that uses all his powers in supporting the group. A formidable ally...

Hailstorm 04 All enemies.

This spell probably needs no explanation. The size of the hailstones may vary up to the size of walnuts, - causing bad damage.

Cyclone 04 All enemies.

The ability to create, and direct a cyclone of variable size has always been a dream for mankind. Well, here it is, but only druids can use. Needless to say, it causes great damage to an opponent.

Healing II 05 A companion.

This spell is identical to the 'Healing II' spell of clerics.

Summon Elemental 01 - - -

This spell is identical to the 'Conjure Elemental' spell of magicians.

Fiery aerlite 04 Enemy group.

This spell creates a storm of comets that the druid may direct at will. The chances of a creature surviving an attack like this are practically none.

Imbecility 05 All enemies.

Should this attack succeed, the target's brain is reduced to the size of a pea.

Sandstorm 03 Enemy group.

This spell is also self-explanatory. The opponent is not just occupied in trying to see or breathe, but also can hardly defend himself.

Death Ray 03 An enemy.

A death ray is a combination of anti-matter, force-fields and Elemental powers. These combined forces create a sphere of destruction that no living creature can survive. This spell has a disadvantage, that being that it is extremely difficult to control and aim...

The Cleric's spells:

Healing I 10 A companion.

This is one of the most used spells in the world of Faerghail. It may cure lesser illnesses, light wounds, etc. It cannot, however cure those suffering from heavy injuries.

Light 08 - - -

This spell is similar to the 'Bringer of light', used by magicians.

Fearevil 08 - - -

With this, the cleric creates a protective aura, that dilutes all evil force with good. This protects him from an attacking evil creature.

Bless 07 Companions.

A cleric may bless the group, improving the group's fighting morale - group hits harder and with more enthusiasm.

Fear 08 All enemies.

This spell is highly effective when used against the creatures of darkness. The positive powers of this spell are detected by all the undead in the vicinity, and causes them to flee.

Mental hammer

06 An enemy.

This spell enables the cleric to concentrate his powers and project them into the mind of an enemy. This power is then let loose in the enemy's mind and works quite like a hit on the head from a hammer, hence the name of this spell.

Singing

06 Companions.

This spell is the opposite to 'Blessing', the only difference being that the enemy's fighting morale is reduced.

Bindpersons

06 Enemy group.

Similar to the illusionist's 'Entanglement', this spell compresses the air around an enemy, restricting their movement ability.

Silence

10 All enemies.

A sphere of silence may stop the recitations of an enemy magician. Very effective against a group with more than one magician.

Antidote poison

08 A companion.

This spell may cure a companion from minor poisoning, or reduce the effects of heavy poisoning.

Prayer

05 Companions.

A prayer doesn't always work wonders, but at the right time, directed at the right god, it may be of immense help, supporting the group in their cause. However, if a cleric has fallen out of favour with the god of his Order, and a prayer is directed at that particular god, it may happen that this god will appear in person, and tell the cleric what he thinks of him!

Remove Curse

01 Companion.

Curses are always quite unnerving things; running around with a pig's head instead of one's own, or needing three times as many rations as normal is not much fun.. An ingenious cleric found a fantastic formula against this kind of thing, - and it works!

Healing II

05 A companion.

The same as 'Healing I', just that much stronger. Can be used to cure somewhat heavier injuries.

Flame punch

05 Enemy group.

This hand of fire from the elemental dimension may be used by the cleric like his own hand. The effect of a punch, or hit from this fiery hand is rather more, devastating...

Insect swarm

04 All enemies.

On using this spell, a cleric calls on those forces normally reserved for druids: He conjures a swarm of hornets that he may direct and use at will.



Annihilate Evil

04 An enemy.

This spell is a near relative of the spell 'Fear Undead', however, the 'Fear' spell works over a wide range, whereas this spell concentrates its powers at one object and destroys it... The effects of this are left to your own imagination. Note: Not to be used by children, or adolescents, and definitely not by clerics with a nervous stomach.

Bladewall

04 An enemy.

With this spell, the cleric creates a wall infested with rotating knives, which he may direct at a target of his choice. The effects are quite like those we may observe today in a kitchen blender...

Summon Warrior

01 - - -

By use of this spell, a fighter of the same alignment as the cleric appears, and supports the group, and how ! He is a formidable fighter..

Earthquake

03 All enemies.

This spell is easily explained,- an earthquake is conjured, the earth shakes, and swallows up the enemy. But be warned. At least a couple of clerics have been killed by their own magically created earthquakes.

Protection

03 Companions.

This spell of protection is nearly the same as the 'Phantom Cage' spell used by the illusionists. It does not, however, protect the group from magical attacks.

The Healer's spells:

Foreword:

Many of the healer's spells in this list are explained by examining the spells of the same name in the other magic user's lists. The reason for the spells often being identical is because the 'Order of Trykeners' (all female, and very peaceful), was founded much later, and adopted many magic formulas from other magic users, adapting the spells to suit their own magic language.

Cure light Wounds 10 A companion.

This spell is identical to the 'Healing I' spell of clerics.

Singing 06 Companions.

Quite like the spell of 'Blessing', this spell improves the group's fighting morale, whilst reducing that of the enemy.

Shield 06 A companion.

One of the universal spells used by all magic users, it's effects are that of the magician's 'shield' spell.

Stun 07 Enemy group.

This spell enables the healer to impair the nervous system of an opponent. This does not attack all organs of an opponent but at least reduces his fighting power drastically.

Cure serious wounds 06 A companion.

This spell is identical to that of the cleric.

Light 10 - - -

This spell is identical to the 'Light' spell used by magicians.

Bless

06 Companions.

This spell is the same as the clerical 'Blessing'.

Cure Blindness

01 A companion.

The healer uses her powers to heal a blind companion. Blindness, whether caused by magical or by natural forces, can be healed by this spell.

Healing III

04 A companion.

This spell heals even the most heavy wounds, and all lethal illnesses.

Cure Poison

01 A companion.

With this mixture of prayer and recitation, a healer can cure a companion of almost all kinds of poisoning. This spell, is however very tiring for the healer.

Refresh

03 A companion.

After using this spell, the target is not only rested but has regained all his constitution, and can rejoin the fray.

Cure Illness

01 A companion.

This spell does not heal wounds, but cures the patient of sickness.

Shelter

03 Companions.

This spell creates a kind of shelter for the companions, enabling them to take a short breath during hard fighting, to care for the wounded and strengthen those still able to fight. It is not possible to attack an opponent without leaving this place of relative safety.

Threaten

This spell is quite like the 'Words of Fear' used by magicians.

Dispell Undead

05 All enemies.

This spell is identical to the spell used by clerics.

Remove Curse

02 A companion.

This spell is identical to the spell used by clerics.

Restoration

01 Companions.

This spell is probably the most powerful of all used by healers. It heals all wounds and cures all sickness. It does, however, need all the healer's concentration and powers, so that she is not able to even move after casting it.

Magic Cage

01 A companion.

This spell produces the ultimate defensive weapon, quite like the 'Refuge', but affording protection even against a magical attack.

The Blacksmith's spells:

Disrupt

04 All enemies.

With this spell, the blacksmith is able to create a horrendous din, disturbing an enemy magician from concentrating on a spell. There is talk, however, of a blacksmith torturing his anvil to a such degree that his whole group was deafened for life.

Dismay

04 Enemy group.

This spell also uses sound and vibration: The opponent is put under stress by the din created, and runs away in panic.

Enchant Weapon

03 A companion.

The blacksmith uses this spell to concentrate his powers of metal-work to such a degree that an opponent believes that the so-created weapon is magically sharpened and all-powerful.

Enchant Armour

03 A companion.

The same as 'Magic Weapon', just that the armour produced has the same qualities.

Crystal Ball

02 Companions.

The use of this spell enables the blacksmith to map a complete cellar or dungeon level, even without a crystal ball.

Quake

03 Enemy group.

Using this spell, the blacksmith creates a series of rhythmical, powerful hammerings that make the earth shudder, damaging the structure of his target. The effective use of this spell can well produce a small earthquake in which the enemy is swallowed or destroyed.

Paralyse

03 Enemy group.

This mixture of rhythmic hammering on the anvil and recitation, creates a din of high vibrations that reverberate around the target's ears: This impairs their nervous system and renders them near defenceless.

Vibration

02 All enemies.

This spell is quite like the 'Paralyse' spell, the damage caused is, however, much greater and longer lasting, and may result in permanent disablement and deafness.

Iron Sparks

02 Enemy group.

The recital of this spell increases the power of hammer strokes on the anvil, and leads to a shower of burning sparks directed at the enemy.

Titan Fist

01 Companions.

The 'Titanic Fist' is the most powerful of all known magic spells. The use of this spell can destroy all walls and demolish all stone structures that would normally be unconquerable. The material aspects of this spell (if used by a demolition company) have not been recorded, and shall not be gone into...

VI. Loading and starting.

AMIGA

Place the "Legend of Faerghail" disc '0' in the internal floppy-drive. Press CTRL and both Amiga keys - (RESET). After a short time, an introductory sequence will appear. - (Can be avoided by holding down the left mouse-button). The Amiga Workbench will then appear. Click twice on the "Legend of Faerghail" disc symbol. A window displaying the "Legend of Faerghail" program symbol will then appear, click twice on this symbol. The program is then loaded and starts.

ATARI ST

Place the "Legend of Faerghail" disc '1' in the internal floppy-drive and press the reset button. The program loads automatically.

IBM and compatible.

This program has to be started from the DOS Command level. Place the "Legend of Faerghail", disc '1' in drive A. Type in ' A: ', to activate drive A, then type in "START". The program will then load automatically.

If the program hasn't been installed yet, this will be done. Please follow the instructions given from the program.

!!! Should any of the supplied discs malfunction, please return them to your supplier, or place of purchase.

If not exchanged, or reimbursed, then send this game package to:

Rushware GmbH. Kaarst.



Character display

A character's current data is shown in the character display that shall be explained here. This summary is divided into several pages of information. Page one may look like this:

Elgra: Lawful-good		HealerHuman
Rnk	18	Hitpoints 0096 / 0099
		Magic points 0025 / 0025
Str	14	
Con	19	Health Healthy
Dex	19	Experience 00000067898
Int	10	
Wis	19	Weight 0059 / 0490

(E)xchange gold/rations
(N)ext page
(C)ontinue

The first line shows the name, alignment, sex and profession of a character. Our example obviously presents a lawful-good healer of the female sex.

The character attributes are shown on the left-hand side of this display. These are:

Rnk	Experience level
Str	Strength
Con	Health
Dex	Dexterity
Int	Intelligence
Wis	Wisdom

Last, but not least, the actual and maximum values for Hit-points, magic, points and load. 'Experience' shows the number of experience points. 'Constitution' shows the actual health of the character (healthy, poisoned, etc)

The next page information is shown after pressing (N)ext, or clicking on the appropriate page line. Page two presents an overview of those objects, artifacts, gold and rations carried by the character.

Page two should look like this:

Elgra:	Load:	0059 / 0490
Rations:	14	Gold: 0008 Gp
1	E Robe	94% 81 lb
2	E Staff	98% 51 lb
3	Spellbook	100% 61 lb
4	+ Crystalsword	100% 12 lb
5	+ Inquisitor	100% 6 lb
6		
7		
8		

(E)xchange gold/ rations
(N)ext page
(C)ontinue

After the name of the character, the actual and maximum load carried is shown along with the number of rations and the amount of gold carried. Underneath, a list of objects that the character has on his person is shown. Should this list be longer than that shown on the screen, two arrows are shown alongside, enabling the user to scroll up and down.

Apart from the name of the object, other information is shown, for instance, - if the object is in use, or worn by the character an 'E' is shown, if an object cannot be used by the character a '+' is shown, followed by the condition of the object (80%, 90%, 100%, etc.) and the weight (51 lb, 81 lb, etc.) Our example shows that the robe is worn by Elgra ('E'), that it is in good condition (94%), and that it weights 81 lb.

Objects may be worn, discarded, or given to other characters by clicking on the object or pressing its number. A menu will then be shown allowing the discarding or exchange of objects.

The next page of character information is especially important for those magic-using professions. Important: Page 3 is not shown for characters that cannot use magic. A list of magic spells is shown, and information on how often a particular spell may be used.

Elgar:

Magic: 21/25

1	Heal light wounds	10	/	10
2	Sing	6	/	6
3	Shield	6	/	6
4	Lame	7	/	7
5	Heal heavy wounds	6	/	6
6	Light	6	/	10
7	Bless	6	/	6
8	Cure blindness	1	/	1

(E)xchange gold/ rations

(N)ext page

(C)ontinue

'Magic' shows the number of magic spells that may still be used, and the maximum number of spells per day. Elgra has already used four spells, she may use another 21.

A list of spells follows, scrolling is also possible should the list be too long. The numbers after each spell show how often the spell may be used per day.

The 'Light' spell has been used by Elgra four times this day.

The next page (page 4) shows information on the special abilities of a character. Elgra's table looks like this:

Elgra:	
Parley/ Negotiate	10%
Attack	5%
Defend	6%
Concentrate	88%
Pick-pocket	34%
Sneak/ Creep	34%
Trap finding	39%
Trap disposal	39%
Open doors	34%

(E)xchange gold/ rations
(N)ext page
(C)ontinue

After each special ability, a value is shown informing the player of the actual ability of that character, - Elgra's 88% for concentrating ability is a typical value for a magic-using character.

The last page of information (page 5) shows a list of languages that a character can speak:

Elgra:
Speaks:

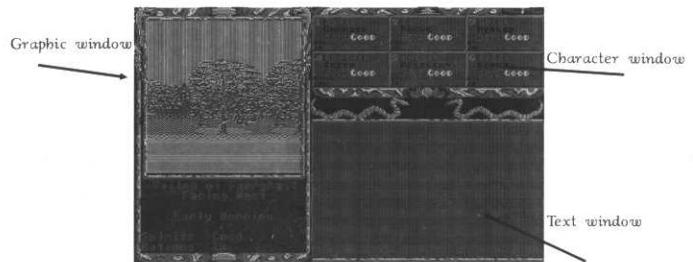
- Common language
- Animal language
- Orc tongue
- Troglodyte/ lizard language
- Dwarf language
- Elven language
- Dark language
- Magic language

(E)xchange gold/ rations
(N)ext page
(C)ontinue

The name of each language spoken by the character is listed.
Languages that a character does not speak are not listed.

VII. Gameplay.

Screen information



a) Character study

Here is a numerical list of all characters. Advice: Those characters least likely to gain experience points in combat should be placed at the top.

Using the left mouse button, click on a character button, a graphic and an overview of that character will then be shown. To exit this screen press the right mouse button.

b) Graphic window

This is the visual link to the world of Faerghail. Graphics and gaming area are shown here.

c) Text window

When in somewhat stranger circumstances, additional,

important information is shown here. This information is shown even when actions are being carried out by the player.

d) General information screen

This screen shows the name of the actual place of play, movement direction, time of day, morale of the group, and the number of rations left. When in combat, this screen serves as a combat overview: A view of the battle from above is shown, and the owners of a RAM-upgrade are shown an animated combat sequence.

Character data

- a) Name of character
- b) Character's number
- c) Profession
- d) Constitution
- e) Armour protection (in %)
- f) Hit points (in %)
- g) Available spells (in %)



VIII. Operating instructions.

Saving and loading a game

Is the program loaded, enter the tavern and click on "(D)ata load": type in the name and directory of the game to be saved / loaded, and press RETURN. If in wilderness or dungeons, click the right mouse button in the text window, the mouse menu is then shown, then click on the menu function "File options". This function is also found by using the keyboard - just press "O". It is advisable to periodically save your game, avoiding system fall outs etc.

Additional user-aid programs

For some computer systems there are additional aid programs supplied with this package.

a) Format

Formats a disc for game saves, in the standard format of your computer system. The disc is given the name looked for by the main program.

b) InstHD

Some versions are allowed to be installed on your hard disc. These are the IBM, Amiga, and Atari ST versions. To install, run the program "InstHD" from the game disc . The game must be used in a main directory, second- level directories are not allowed! All other information needed is called for by the program.

Only for Amiga:

After installing, the program will ask if it should modify the Command file for starting your hard disc. Should you choose "Y" es , the command file is modified, adding on three lines of text. The "Legend of Faerghail" is then directly started by clicking on the game icon when the hard disc is ready.

Transfer

This program was written to enable the user to transfer a well loved character from another role playing game. This program transfers characters from the following games:

Phantasie I © SSI

Phantasie III © SSI

Bard's Tale I Tales of the Unknown © Interplay

Bard's Tale II The Destiny Knight © Productions / Electronic Arts.

After starting this program, it will ask for the origin of the desired character to be transferred. Place the desired game/ character disc in the drive. The character data is then converted. The program will then ask if this character should be taken over into "The Legend of Faerghail" game, press "Y" for yes or just RETURN. More often than not, your well loved character will be down graded for "Faerghail" - a character too strong would make this game too easy. The profession of a transferred character is also not always the same - for example the bard is not a profession in Faerghail. In this case, a profession is chosen that needs the same kind of experience as the transferred has, or a profession is chosen that is of importance to the group. The maximum number of characters that may be saved on the main disc is 32. This limit goes for both created or transferred characters.

Making a back-up

To make a back-up of the original, follow the instructions in the user manual for your system.

The different versions

IBM PC

This program automatically acknowledges an already installed mouse-driver. Pc users without a mouse can play this game using the cursor keys and those described in this hand-book. This program runs with the following graphic cards: Hercules, CGA, and EGA. No guarantee is given for the functioning of this program with other cards.

Atari ST, IBM

Should your system contain a Ram-upgrade, this will be used by the program, reducing additional loading time.

Amiga

A ram-upgrade will be used by this program to load additional graphics and sound effects.



IX. Help.

A quick start...

After loading, you will find yourself in the tavern in the town of Thyn. All journeys start from this point of contact, where adventurers and brave warriors meet, seeking others to join them on their journeys. Your predicament is quite the same, in order to fulfill your mission you have to find up to six trusty companions who'll join you on your journey.

You now have two choices: - You can recruit a whole group of fully equipped adventurers, or try to recruit individuals on your own.

To recruit, click on the menu function (R)ecruit or press the "R" key. A list of characters will appear showing their names, professions, and experience levels. Click on the chosen character or press the key according to his number. When six characters have been recruited, this menu will automatically close.

To recruit characters of your own accord, choose the '(L)ook for new character' menu function. A new menu will then appear, presenting you with the possibility of choosing the attributes that the new character should have. To choose a character click on (L)ook. Should this character suit your purpose, then click on (A)ccept. This new character must then be given a name; up to ten letters may be typed in.

Important:

No two characters can have the same name. A maximum of 32 characters may be found and saved. Should a character not suit your desires do not (A)ccept, but click on (R)eject, or just press the right mouse button. This allows one to "Search" indefinitely. Have you found enough characters for your journey, recruit them as described, and the mission can begin...

Leave the tavern by clicking on, or pressing (C)ontinue, or just press the right mouse button. - Throughout the game, pressing the right mouse button, space, or return key will '(C)ontinue'.

To leave the town, '(C)ontinue' as above. You will then be well on your way and arrive outside the town, in the wilderness of the valley of Faerghail.

It's early morning, and the sun rises, red, in the East. - Important: try to observe the position of the sun as you will not, at this point, have any kind of compass..

X The programming team

Game concept	Olaf 'Olsen' Barthel Veith Schörgenhummer Mathias Kästner (Electronic Design Hannover Team)
Program	Olaf 'Olsen' Barthel (AMIGA) Holger Heinrich (IBM PC + C64) Dieter Klimow(ATARI ST)
Research & Data	Veith Schörgenhummer
Graphics	Mathias Kästner
Additional graphics	Rainer Michael
Graphic conversion	Holger Heinrich (IBM PC) Dieter Klimow (ATARI ST)
Music	Andreas Starr (AMIGA) Karsten Obarski (ATARI ST) Holger Gehrman (ATARI ST)
Game testers	Karl-Heinz Teichmann, Oliver Assel, Olaf Patzenbauer, Holger Heinrich, Mathias Kästner, Stefan Deppmeier, Olaf 'Olsen' Barthel, Michael Vaeth, Thomas Heinks

Handbook

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Handbook illustration

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Handbook design

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Coordination

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Special thanks to Stefan Deppmeier (Concept ideas), Oliver Stephanus (Character classes and help) and to Bernd and Jens from Com-Data in Hannover (for their fast help when the hard disc crashed)

XI. Coming soon...

Coming soon from reLINE:

Powerslide

In this new kind of motor racing game, the gamer has to solve the many different missions given to him. On success, the player is rewarded with the possibility of arming his car with many additions. Opposing cars can be shunted from the track, or completely demolished. Or they may do the same to you... The extremely fast scrolling action and animation make this game a must for all Action fans of skill, action and strategem.

Planned for: Amiga, Atari ST, C64 and IBM PC's

Centerbase

The future.. Central Cities administrate and supply mankind. Being an administrator of a sector, your aim is to avert all sabotage, stamp out criminals, and maintain the supplies. With your control terminal, you can investigate all activities within your sector, stop saboteurs (action sequences), build living quarters and trade. A must for all those who enjoyed "Oil Imperium" and other games of its kind.

Planned for: Amiga, Atari ST(colour and mono), IBM PC's

Rotator

A planet with energy problems.. Attackers from space have sabotaged the generators and destroyed the pylons. With use of your special vehicle - the Rotator , new cables have to be connected before the invaders connect the central energy supply to their own base. A game needing extra skill, strategy and fore-sight. A game that's totally addictive! Gameplay proceeds in

two screens turning in 36 !!! different angled views in real-time.

- A programming technique never seen before today.

Planned for: Amiga, Atari ST (colour), IBM PC's

Now available:

Hollywood Poker Pro

A round of poker in attractive surroundings - with four girls. Caution! The girls know all the tricks and can they bluff! Watch out or you'll lose all your... Hollywood Poker Pro presents attractive graphics, zoom- in mode, and good music. An international hit!

Programmed for Amiga, Atari ST, and C64 with floppy.

Oil Imperium

Haven't you always wanted to manage a business empire? Have the power to make decisions, and sabotage other firms? In this intriguing game you are the president of a multi-national oil firm, trying to survive in the hard world of commerce, even using illegal methods in stopping your competitors. A cool and clever personality is needed in this action-packed game of intrigue. The fantasic graphics, soundtracks, and action sequences of this game have made it a bit on an international scale.

Programmed for : Amiga, Atari ST (colour and mono), IBM PC's, and C64.